

Warsaw, 21.11.2021

Attendance

- Mikołaj Jędrzejewski - present
- Timur Gafurov - present
- Enjie Jin - present
- Stanislau Ryzhkov - present
- Shakhzod Yarkulov - present

Everyone defines functions declared in `gameplay_functions.h` in their files

Mikołaj Jędrzejewski

- `Init_game`
- `choose_first_player`

Timur Gafurov

- `get_nbr_of_players`
- `init_players`
- `get_x_dimension`
- `get_y_dimension`
- `get_movement`
- `get_placement`
- `get_nbr_of_penguins`

Enjie Jin

- `Determine_winner`
- `End_game`
- `next_player`

Stanislau Ryzhkov

- `Movement_possible`
- `Movement_game_status`
- `Valid_movement`
- `Execute_movement`
- `generate_board`
- `show_board`

Shakhzod Yarkulov

- `Placement_possible`
- `Placement_game_status`
- `Valid_Placement`
- `execute_movement`

Next meeting

05.12.2021 - all functions in `gameplay_functions.h` should work